



Crossbow™ by Exidy is an adventure shooting game. The player, armed with a crossbow, is escorting a party of characters (men, women, and dwarves) through various dangerous episodes. The object of the game is to protect these characters from dangers lurking within each level and to remove obstacles impeding their progress. This is all accomplished by shooting a myriad of colorful targets.

CROSSBOW'S HIGH RESOLUTION GRAPHICS SYSTEM DISPLAYS ALMOST 80,000 PIXELS WITH A COLOR PALETTE OF 32,000 COLORS.

Crossbow's revolutionary audio subsystem includes over 100 separate and unique sound effects. Every target has at least one sound associated only with it. If all of Crossbow's unique sounds were "PLAYED" end-to-end it would take over 90 seconds to complete. These sounds include a veritable menagerie of animals (monkeys, toucans, rabbits, elephants, bats, etc.), sound effects (rocks, coconuts, drawbridge, icicles, etc.), background effects (bongos, volcano rumble, river sounds), speech, and much more.



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THERE ARE EIGHT LEVELS OR SCENES — THE PARTY BEGINS WITH THREE MEMBERS.



(1) DESERT (TARGETS INCLUDE: CRAZY SCORPIONS, SAGUAROS, SNAKES, RABBITS AND SPIDERS)



(2) VILLAGE (HOSTS: EYE HAZARDIAN AND HIS FURBALLS, RASTYTOWN PEOPLE, SAWWABATS)



(3) CAVE (BATS, FALLING KOLES, DISGRACEFUL SNOWHANS)



(4) JUNGLE (JAW-EATING PLANTS, GORILLAS, COCONUTS, TOXICARS, ETC.)



(5) VOLCANO (SPITTING ROCKS, MOLTEN LAVA, ETC.)



(6) BRIDGE (ROLLING ROCKS, PTERODACTYL FISH, FROGS, OWLS)



(7) CASTLE EXTERIOR (JAWED ARCHERS, ARROWS, ALLIGATORS)



(8) CASTLE INTERIOR (FINAL ADVENTURE GOAL)

CROSSBOW

Each scene is begun by the player choosing the colored path he wishes his party to follow. If the party survives, the player chooses where to go next by trial and error. The player must learn which colored path leads to each scene's unique element of danger. The adventure ends when all party members are killed.

Points are awarded for each target shot and is based on its difficulty level to be hit, bonus points are given at the end of each level for each surviving party member.

Surviving certain very difficult levels also awards the player with bonus members, increasing the size of his party.

Valuable treasures can be found in some scenes.

OPERATOR OPTIONS INCLUDED COIN/CREDIT OPTIONS AND THE INITIAL PARTY SIZE.

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